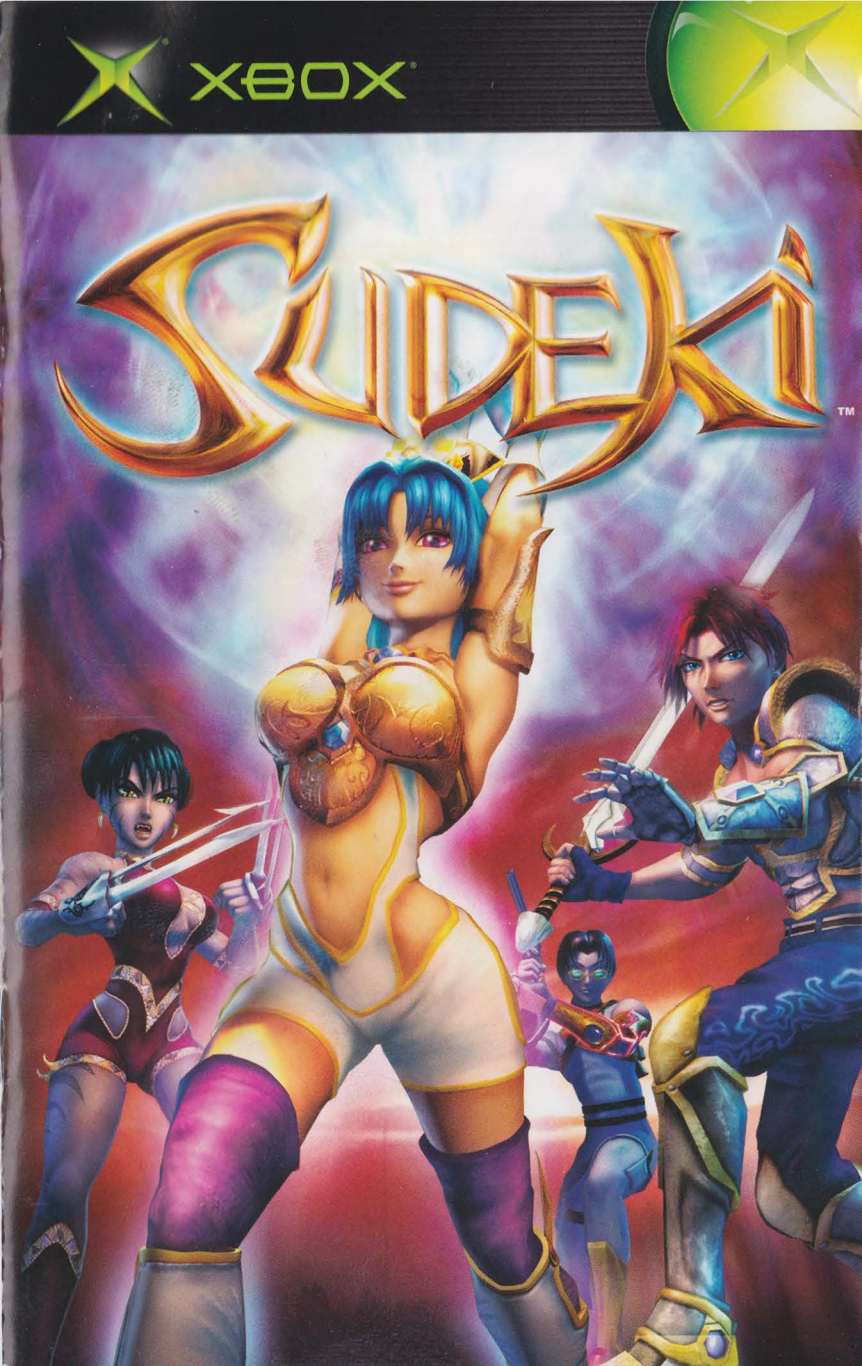

XBOX
SUDEKI
™

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

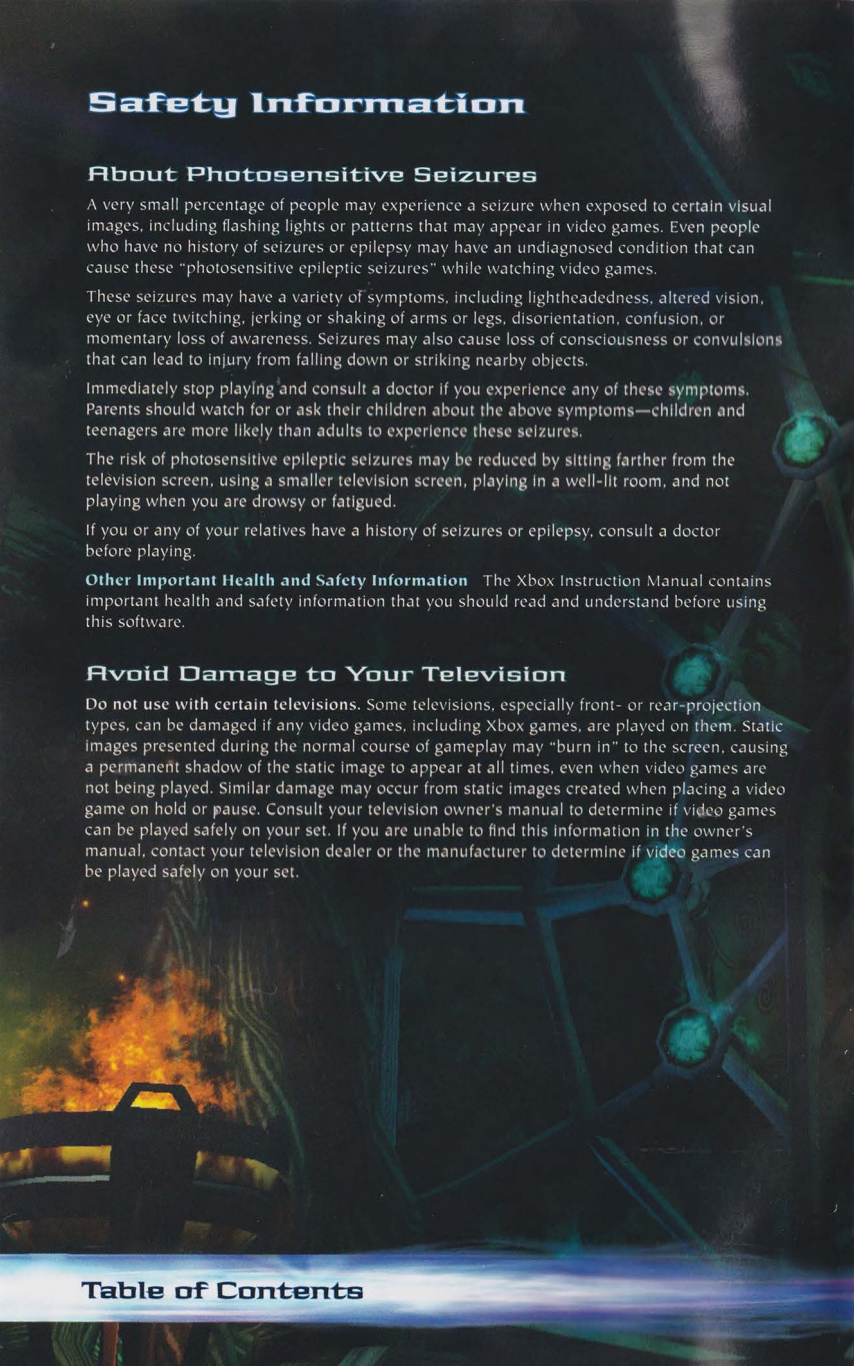
The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.



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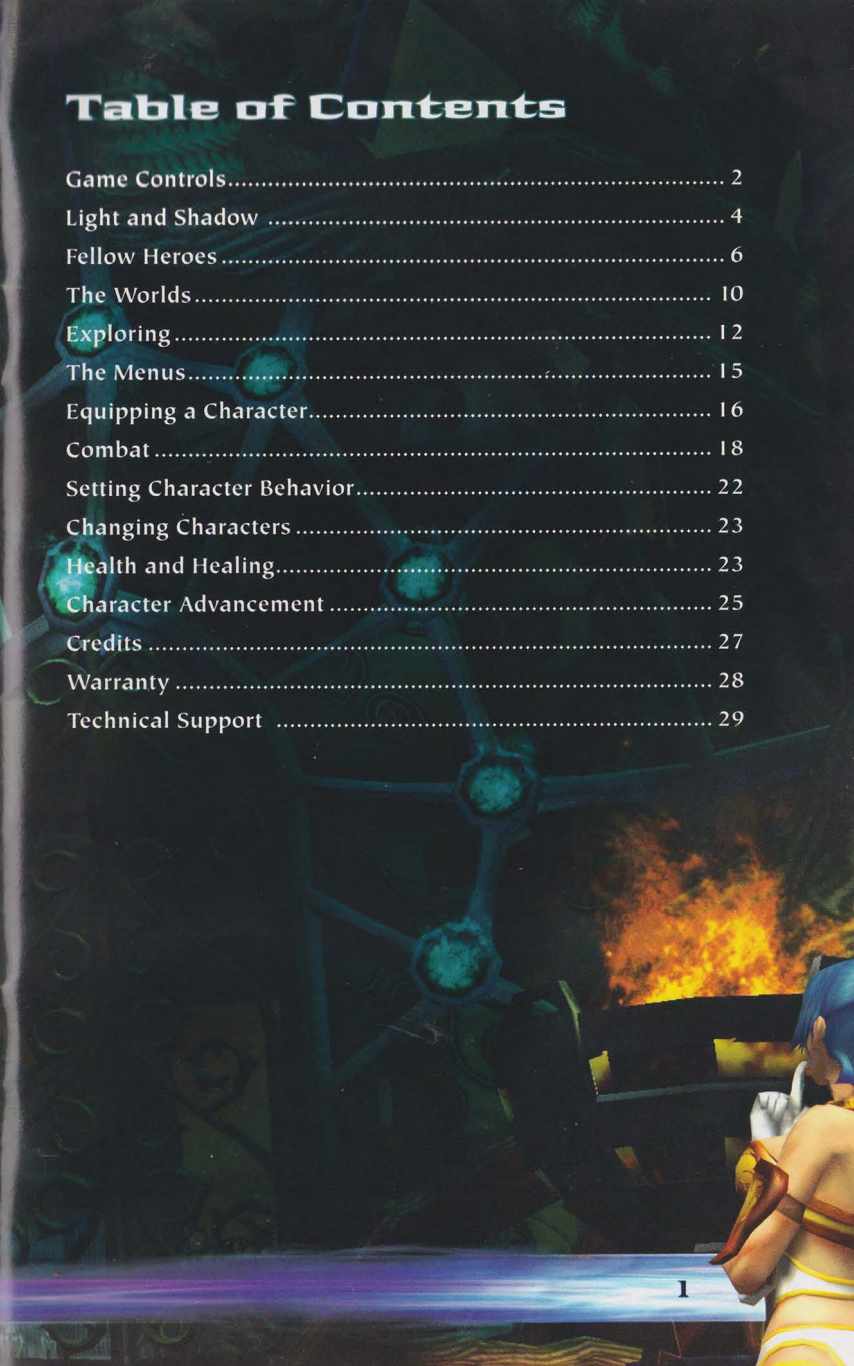


Game Controls

L

In-game: Toggle quickly between 1st/3rd-Person views.

L

Menus: Scroll through options.

In-game: Move character.

Combat: Move character (melee); Roll/Backflip (melee: R + L); Strafe (1st-Person: ⬅/➡); Move forward/backward (1st-Person: ⬆/⬇).

◀

Menus: Cancel selection; Return to previous menu.

▶

In-game: Display **Main** menu.

Combat: Pause game.

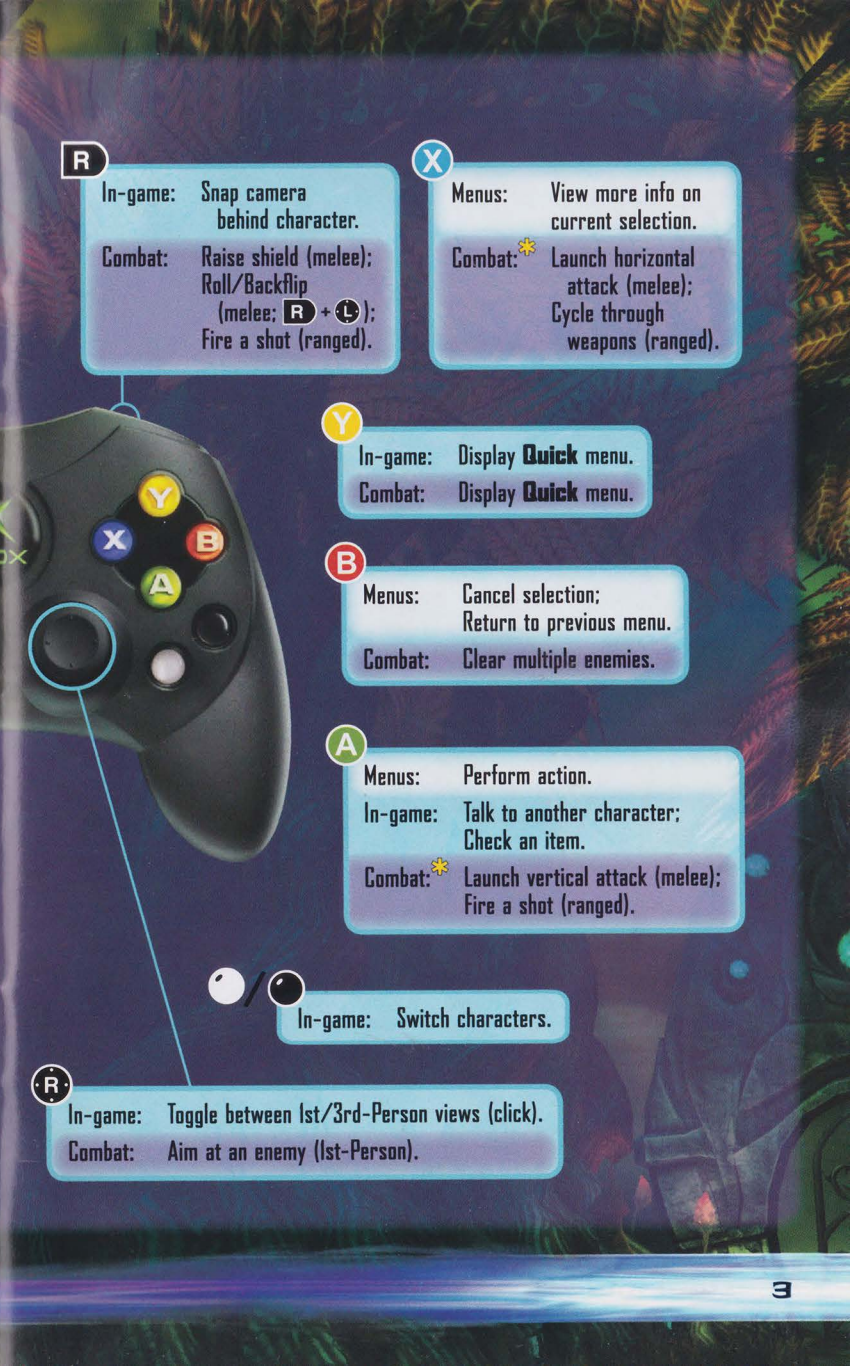
✚

Menus: Scroll through options.

In-game: Use a Quickshot item (see pg. 17).

Note: To adjust controller settings, select **Options** from the **Main** menu.

* See pg. 18 for more info on combo moves.


R
In-game: Snap camera behind character.
Combat: Raise shield (melee); Roll/Backflip (melee; R + L); Fire a shot (ranged).
X
Menus: View more info on current selection.
Combat:* Launch horizontal attack (melee); Cycle through weapons (ranged).
Y
In-game: Display Quick menu.
Combat: Display Quick menu.
B
Menus: Cancel selection; Return to previous menu.
Combat: Clear multiple enemies.
A
Menus: Perform action.
In-game: Talk to another character; Check an item.
Combat:* Launch vertical attack (melee); Fire a shot (ranged).
In-game: Switch characters.
R
In-game: Toggle between 1st/3rd-Person views (click).
Combat: Aim at an enemy (1st-Person).

Light and Shadow

Queen Lusica of Haskilia was born into Illumina's royal family in much happier times. But with no father and a mother too ill to care for her, she suffered in her personal life. And now, she finds her reign troubled by the war that ravages this once-peaceful land.

Understandably embittered, Lusica has turned her anger toward the invading Aklorians and thrown her considerable powers into defending her kingdom.

Four friends have joined together to aid their queen. Though destined to encounter ancient gods, primordial wonders, and marvelous inventions, foes and betrayal haunt their every step. A keen eye could prove vital, exposing essential clues. And as the companions make their way through darkness and light, they'll discover that those two extremes have more in common than they once imagined...

Fellow Heroes

These four player characters (PCs) hold the future of their world in their hands—even if they don't yet realize it.

Tal

While his father abandoned the family in favor of army life, the ongoing war claimed the lives of Tal's mother and younger brother. A war-torn youth—scarred by his father's betrayal and the passing of those most dear to him—left Tal with a burning desire to prove his mettle as a soldier and to earn the respect of his father. So upon graduating from military college, Tal joined the Elite Illumina Guard, under the command of none other than his estranged father, General Arlo.

Special Ability

Tal's special ability is strength. He's a tough customer who puts his muscles to good use moving obstacles that block his path.

Ailish

Though magic is common in Haskilia, few wield it with such skill as Princess Ailish. The powers that manifested in her when she was very young have grown ever stronger during her 19 years. And while she's been happy enough at Illumina Castle with her mother, Queen Lusica—not to mention having handsome Tal training in the courtyard—the spreading war soon will test both her magical abilities and her dedication to her homeland.

Special Ability

Ailish's special ability is magical sight. She can see things on the magical plane that others can't, which is handy when things are looking dark. She can also make objects appear and disappear while in First-Person view.

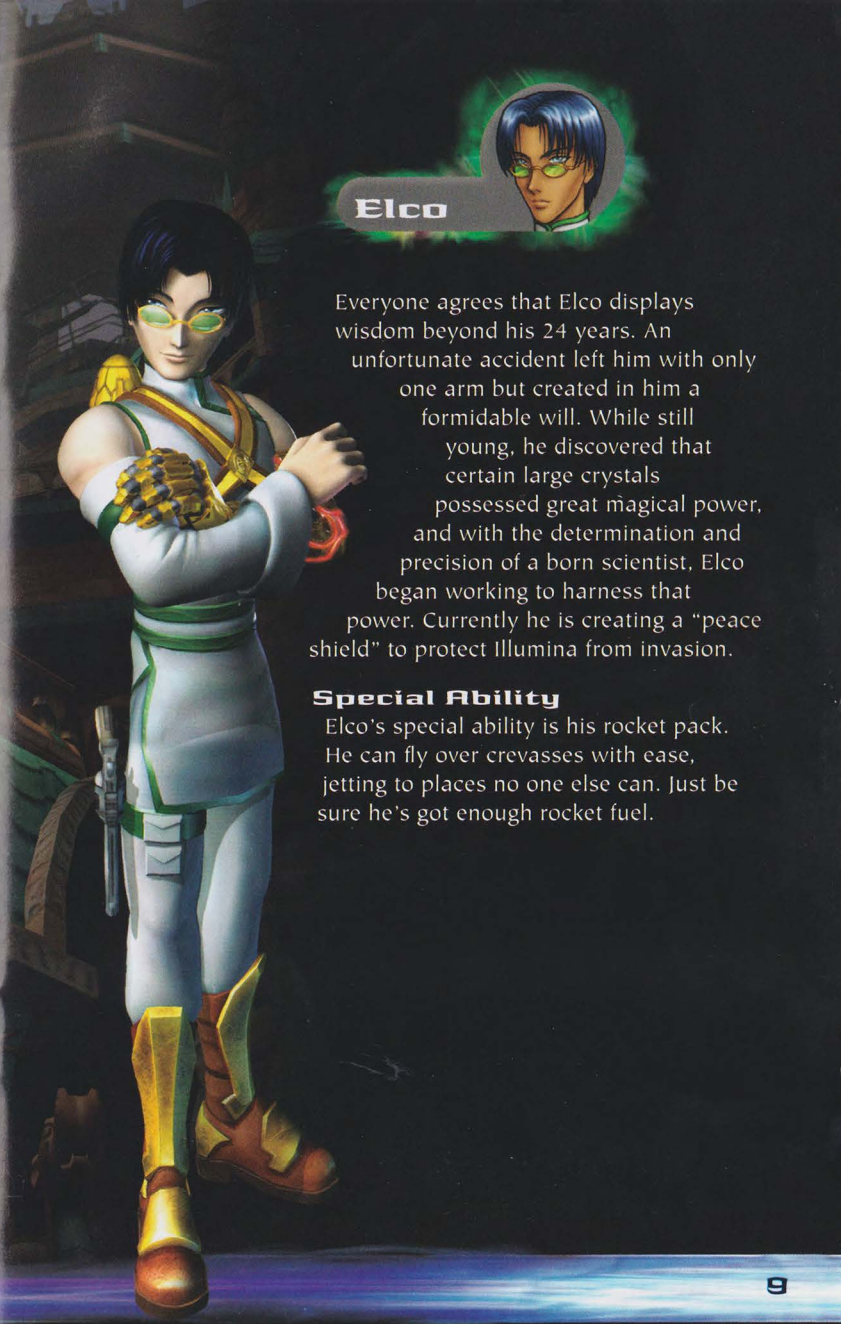
Note: To reveal or dispel items, pull and hold L, target the item, and then press A.

Buki

An exotic mix of human and animal, Buki's senses and instincts are far sharper than any human's. But because of those very differences, she, like most of her race, is somewhat mistrustful of humans. Nevertheless, her position as an ambassador has brought her to Illumina Castle, where her shrewd and clever nature serves her well.

Special Ability

Buki's special ability is her climbing claws. She can scale walls and clamber sideways with ease to get to places others can't even dream of reaching.



Everyone agrees that Elco displays wisdom beyond his 24 years. An unfortunate accident left him with only one arm but created in him a formidable will. While still young, he discovered that certain large crystals possessed great magical power, and with the determination and precision of a born scientist, Elco began working to harness that power. Currently he is creating a "peace shield" to protect Illumina from invasion.

Special Ability

Elco's special ability is his rocket pack. He can fly over crevasses with ease, jetting to places no one else can. Just be sure he's got enough rocket fuel.

The Worlds

Haskilia

Citizens of the Bright Empire of Haskilia long enjoyed prosperity and contentment. But when the ruthless Aklorians began invading the kingdom, slaughtering any innocent in their path, all thoughts turned to survival. Now, the Haskilian Army is called to defend its people from Aklorian warriors ravaging the countryside.

Illumina Castle

From within her castle in the capital city of Illumina, Queen Lusica governs well, despite the rampaging war. An occasional visit to her stronghold will be necessary to restock supplies, regroup your party, or perhaps have an audience with the queen herself. But while even the most ordinary of explorers could handle such basic duties, a true adventurer might just uncover a few secrets hidden well within those stone walls.

Illumina Countryside

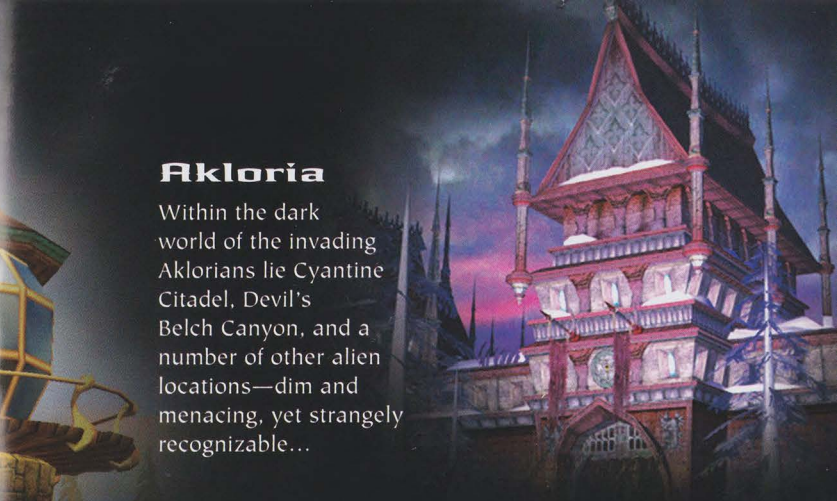
Beyond the protective walls of Illumina Castle lie miles of pastoral, rolling countryside. Though once a serene landscape, the Aklorian forces have transformed the countryside into a charred battlefield. Simply passing through the region is unsafe, as travelers must be ever alert for ambushes.

New Brightwater

Untouched thus far by the war, this seaside village remains a favorite holiday retreat of many courtiers. After a harrowing journey through the countryside, rest at the local inn and stock up on additional supplies. Be sure to speak with the town's many colorful inhabitants; they're sure to provide information you may need.

Akloria

Within the dark world of the invading Aklorians lie Cyantine Citadel, Devil's Belch Canyon, and a number of other alien locations—dim and menacing, yet strangely recognizable...



The Realm of Shadows

This foreboding place is sacred to the anthropomorphs, a race of half-human, half-animal beings. In this unsettlingly familiar world, you will unlock the secrets of Durani-Mo and discover the tomb of Farex Lore. Take careful note of everyone you encounter. For by observing them, you might learn something unexpected about yourself.

Exploring

Navigating

Sudeki™ provides two types of maps to help you navigate: the Navigation Map and the World Maps.

Navigation Map

The Navigation Map appears in the upper-left corner of the screen.

- Yellow ray: Direction your character is facing
- Purple dots: Other members of party
- Yellow arrow: Where you entered area
- Green dots: Friends
- Red dots: Enemies
- White arrow: Direction of main quest

World Maps

World Maps help you figure out where you are and where you're going.

TO VIEW THE WORLD MAPS

1. Press ▶ to display the **Main** menu.
2. Highlight the **World Maps** option on the **Options** bar at the bottom of the screen, and then press Ⓐ.
3. On the **World Maps** menu, highlight the map you'd like to view, and then press Ⓐ.
4. Use L to scroll around and view different areas of the map.

Inn

Kamo Shop

Blacksmith

Trader

The Quest Log

As you adventure through Sudeki, consult your Quest Log to remind yourself of the task at hand. You are given your first quest at the opening tutorial.

TO VIEW THE QUEST LOG

1. Press ▶ to display the **Main** menu.
2. Highlight the **Quest Log** on the **Options** bar at the bottom of the screen, and then press A.

Save Points

The books that you encounter throughout Sudeki are save points. To save your game, walk up to the book, and then press A.

Collecting Items

Everything you discover in Sudeki has a use. Occasionally, you'll discover something you can't immediately identify. Pick it up anyway; chances are good that you'll need it later.

TO PICK UP AN ITEM

- Move your character over the item. The item will be added automatically to that character's inventory.

Remember, watch for the green Check icon in the lower-left corner of the screen. When it's visible, there's something nearby for you to investigate, pick up, or smash.

Trading and Shopping

Pay attention to the things you collect as you make your way through the world. You can trade some of these to merchants for florins... and florins buy great gear at local shops. When you come across merchants and shops, be sure to stock up on healing potions and other useful things. Keep in mind that you're likely to get a better deal from a wandering trader than a town merchant.

TO EXAMINE YOUR VALUABLES

1. Press ▶ to display the **Main** menu.
2. Highlight the **Valuables** option on the **Options** bar, and then press Ⓐ.

TO TRADE OR SHOP

- Walk up to a local merchant, and then press Ⓐ to speak to him or her.

Setting Game Options

You can use the **Main** menu to adjust game options, such as music volume, text speed, and camera views.

TO ADJUST GAME SETTINGS

1. Press ▶ to display the **Main** menu.
2. Highlight **Options** on the **Options** bar, and then press Ⓐ.
3. On the **Options** menu, scroll up or down to highlight the item that you'd like to adjust, and then scroll left or right to adjust the option.

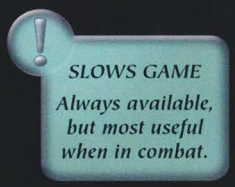
   Note: Press Ⓧ to see more information on each option.

The Menus

You'll begin your quest with a few items and skills that will come in handy during an adventure, but soon you'll gain more weapons, money, and valuables. You can get to these items through two menus: the **Quick** menu and the **Main** menu.

Quick Menu

Use the **Quick** menu when you're in the thick of things; it slows the game and takes you directly to the items you'll need most often while in combat: weapons, A.I. settings, items, skills, and Spirit Strikes. That way, if you need a Spirit Strike or an Emerald Panacea in a hurry, you can get to it quickly.



Note: Most of the items you can access from the **Quick** menu *during* combat also are available through the **Main** menu when you're *not* in combat.

TO USE A QUICK MENU ITEM

1. Press Y to display the **Quick** menu.
2. Scroll through the items in the list at the top of the **Quick** menu.
3. Press A to use an item.

Main Menu

Use the **Main** menu when you're not in combat. It pauses the game, and you get to choose from more game options.

TO USE A MAIN MENU ITEM

1. Press ▶ to display the **Main** menu.
2. Scroll through the options in the **Options** bar.
3. Press A to select an item.

Equipping a Character

As you progress, you'll want to equip yourself with new and better weapons, spells, and items. Let's say that you want to swap your Recruit's Sword for the more impressive Mammoth's Fang sword you just found. Here's how.

TO EQUIP YOUR CHARACTER

1. Press Y to display the **Quick** menu.
2. Scroll left or right to highlight an item on the **Options** bar at the top of the screen, and then press A to select the category (for example, **Weapons**).
3. Scroll up or down to highlight a specific weapon (for example, the **Mammoth's Fang**), and then press A to get it.

Enchanting Weapons and Armor

You can improve the effectiveness of weapons and armor by asking the local blacksmith to inscribe them with enchanted runes. Smithies are located in towns and villages.

Note: Round runes are larger and more effective than small, square runes. Experiment with different rune combinations to create your own unique weapons.

TO ENCHANT AN ITEM

1. Find and speak to a local blacksmith and request an enchantment (press A).
2. On the **Blacksmith** menu, press up or down on ⊕ to highlight the weapon or armor that you'd like to enchant, and then press A.
3. Press up or down on ⊕ to view the available runes.

   Note: Each rune costs money, so be sure you have enough florins before you try to buy a rune.
4. Press A to select the rune that you'd like to have applied to your weapon or armor.
5. If the weapon or armor can hold multiple runes, select a slot for another rune, and then press A.

Quickshot Items

While adventuring, you'll collect such useful items as healing ointments and antidotes to poison. The easiest way to retrieve these items is to make them Quickshot items by assigning them to ✣. You can create up to four Quickshot items, one for each direction on ✣.

TO CREATE QUICKSHOT ITEMS

1. Press ▶ to display the **Main** menu.
2. Highlight the **Items** option on the **Options** bar, and then press Ⓐ.
3. On the **Items** menu, scroll to the item in the list that you'd like to assign to ✣, and then press Ⓧ.
4. Press ✣ in the direction to which you'd like to assign the item (this will appear in the **Quickshot** box on screen), and then press Ⓐ.

Your new Quickshot item will appear as one of the four items at the top of the **Items** list.

Combat

Some battle strategies work better than others. Fortunately, you and your friends have many different talents. Ailish favors ranged magical attacks, while Tal prefers to wield his sword in melee techniques. Here are different fighting tactics and the characters that excel at them.

Note: Be sure to look for opportunities to boost your armor with runes or spells.

Melee Attacks

Got some evil up close? Wipe the smirk off that Aklorian's face with a melee attack. This attack form uses swords, claws, and other hand-held weapons and works best on enemies in your immediate vicinity.

Melee fighters: Tal and Buki

A	Launch a vertical melee attack
X	Launch a horizontal melee attack
B	Knock multiple enemies away with a sweep attack

Combo Moves

As the first tutorial in *Sudeki* demonstrates, melee fighters Tal and Buki have special combination moves that can inflict different amounts of damage on one or more enemies. To execute a combo move successfully, you must press a sequence of three buttons (listed in the following table) within a specific amount of time, as indicated on the Combo bar.

The Combo Bar

The Combo bar appears in the lower-left corner during melee combat and displays the combo buttons as you press them. The circles in the Combo bar flash blue to indicate when you need to press the next button. If you do not press the next button at the correct time, a red X appears in the circle, and you must restart the combo.

Combo Moves for Tal and Buki

A, A, A	Stabbing attack	Lightning Thrust	Burning Wolf Kick
X, X, X	Full-circle attack	Sidewinder Slash	Lucky Crane's Feet
A, X, A	Spinning air attack	Aurora Scythe	Dipping Hawk Punch
X, A, X	Slow spin attack	Typhoon Cutter	Swaying Willow Dance
X, X, A + (A, A, A)*	Juggling move	Tornado Spin	Mystic Tiger's Fury
A, A, X + (X, X, X)*	Juggling move	Blade Mirage	Devastating Orchid Kick
A, X, X	Charge attack	Crusader's Charge	Furious Scorpion Pincer
X, A, A	Spinning stun attack	Whirlwind Smash	Swirling Storm Strike

* These are "juggling moves." You can repeat the final move in the sequence up to three times by pressing the last button repeatedly.

Ranged Attacks

Sometimes it's smarter to attack from afar, especially when the enemy either outnumbers or outclasses you. Ranged fighters favor pistols, magic staffs, and some spells.

Using ranged attacks will deplete the purple ranged-attack meter. Generally the meter will recharge over time, but for some weapons, you must deplete the meter fully before it will recharge.

Ranged fighters: Ailish and Elco

R	Aim at an enemy (in 1st-Person view)
R (or A)	Fire a shot
B	Clear multiple enemies
X	Change ranged weapons

Spirit Strikes

Each character can earn two types of Spirit Strikes—a status strike or a damage-causing strike.

Spirit Strike fighters: Spirit Strikes are available for all PCs.

The SSP Bar

Before you can launch a Spirit Strike, your character must have enough Spirit Strike Points (SSP). A silver SSP bar lets you know that you have 100 SSP, enough to cast a single status strike. When the bar changes to gold, you have 200 SSP, which is enough to cast either two status strikes or a single damage-causing strike. The first Spirit Strikes you receive generally will be the more expensive damage-causing strikes, which require a gold SSP bar to cast.

Note: Casting a Spirit Strike depletes your SSP. You can replenish it by killing enemies and taking hits during combat.

TO LAUNCH A SPIRIT STRIKE

1. Check to make sure you have a full SSP bar.
2. Press Y to launch the **Quick** menu.
3. Scroll to the **Spirit Strikes** option.
4. Highlight a Spirit Strike on the list, and then press A.

Monsters

You might have figured out by now that there are a lot of critters that want nothing more than to make your life miserable and prevent your success. To view details on these pests, look for your **Monster Compendium** on the **Main** menu. Each monster you slay appears in the Compendium along with a list of its strengths and weaknesses.

Setting Character Behavior

You can build an effective fighting force by specifying how your heroes behave during combat. For example, you may want Tal to attack the enemy aggressively while Ailish wields her magical staff at the same time. You do this by adjusting the characters' A.I. (artificial intelligence).

Each character has three settings:

- **Attack** – Attack without any regard for defense.
- **Defend** – Attack any enemy that threatens the lead character.
- **Retreat** – Avoid combat no matter the situation.

TO SET A CHARACTER'S A.I.

1. Press Y to display the **Quick** menu.
2. Scroll left or right to highlight the **A.I. Settings** option at the top of the screen.
3. Scroll up or down to highlight the character you'd like to modify, and then press A.
4. Scroll up or down to examine the attributes in the list, and then press A to set that attribute for the selected character.

   Note: You can set only one A.I. behavior at a time for each character. For example, Buki can attack or defend, but she cannot do both at the same time.

Changing Characters

No hero fights alone. Tal, Ailish, Buki, and Elco are a team, and you'll discover that each makes unique and valuable contributions on quests. In some circumstances, Ailish's magical ranged attack may be a smarter choice than Tal's sword. And Elco's rocket pack may be a better choice than Buki's claws for getting over some obstacles. So, be sure to switch to the appropriate character for the circumstances.

TO SWITCH CHARACTERS

- Press ◯ or ●.

Health and Healing

A character's health is reflected in the green HP bar to the left of his or her character portrait. When your character is running low on energy or is gravely wounded, take a moment to heal before pressing onward. Sometimes you can acquire healing potions along your journey by killing enemies. If you've a few spare florins, you can buy a healing potion from a merchant. Some spells also heal injuries, as will resting at an inn.

TO HEAL A CHARACTER

1. Press ◯ or ● to switch to the character who is low on HP.
2. Press Y to display the **Quick** menu.
3. Scroll to a healing item or magic spell, and then press A.

   Note: You can use a healing spell only during combat.

Status Effects

Some enemies launch status-effect attacks that affect the "status" of your character. You, in turn, can also affect the status of enemies by purchasing runes for your weapons and armor.

Some status effects can be beneficial. For example, you can collect items (such as panaceas) that provide immunity to harmful status effects (such as Poison) or allow you to "boost" the skills of your companions.

A black-and-white version of a status-effect icon indicates that you are temporarily immune to that type of effect.

Note: The duration of a status effect depends on how much Essence the caster has. The more Essence, the longer the status effect lasts and the more damage or beneficial magic it bestows.

	Boost	Inflicts double damage, including weapon damage, on enemies during combat.
	Curse	Causes the target to suffer double damage during combat.
	Freeze	Stops the target from moving and causes it to suffer full damage during combat.
	Haste	Causes the target to move at double speed.
	Poison	Causes the target to suffer damage over time.
	Protect	Causes the target to suffer only half damage during combat.
	Regen	Regenerates the target's HP. (The amount of HP regained and the duration of the effect depend on the target's Essence.)
	Slow	Causes the target to move more slowly.
	Weaken	Causes the target to inflict half damage on enemies during combat.

Character Advancement

Each character in *Sudeki* starts out with base-level stats. As you make your way through the game, you'll gain Experience Points (XP) by killing monsters, finishing quests, and solving puzzles. When you earn enough XP to "level up" (attain the next level) you'll also gain Advancement Points (AP). You can advance your character by spending these AP on attributes and skills on the **Advancements** menu. The amount of XP a character needs to attain the next level is shown on the **Main** menu.

Note: Be sure to check the **Options** bar at the bottom of the **Main** menu when you level up. When you earn new items, a green plus sign appears next to the category icon.

Attributes

Ideally, you'll want all the characters to achieve a balance of the following attributes (which also appear on the **Main** menu, next to the character):

- **Health** is measured in Hit Points (HP) and enables you to withstand more damage. You can earn more health for your characters by buying attributes on the **Advancements** menu.
- **Skill** is measured in Skill Points (SP) and provides more Skill Strikes for your character to cast (see page 26 for more info). Spending AP on skills increases the amount of SP that your character has. Casting Skill Strikes costs SP; resting at inns or using potions restores SP.
- **Power** increases your character's melee and ranged attacks.
- **Essence** boosts the duration and damage of your character's Skill Strikes, increases the strength of creatures they summon, and increases the amount of healing they can perform.

Skills

In addition to their innate talents, Tal, Ailish, Elco, and Buki each have unique skills that you can buy to provide more tactics during combat. With these they can launch special attacks called Skill Strikes. Skill Strikes use up Skill Points (SP), so you can cast only a limited number of them before you'll need to use potions or rest up at inns to earn more.

You can control some Skill Strikes for melee fighters Tal and Buki. Other Skill Strikes, such as healing, affect all party members.

Note: Characters cannot be attacked or damaged while performing Skill Strikes. Increasing characters' Essence causes their Skill Strikes to last longer and inflict more damage.

TO ADVANCE A CHARACTER (PURCHASE ATTRIBUTES AND SKILLS)

1. Press ▶ to display the **Main** menu.
2. Scroll left or right to select the **Character Advancement** option on the **Options** bar, and then press Ⓐ.
3. Scroll up or down on the **Advancements** menu to examine the details of the available attributes and skills (amount of increase, level required, description, etc.).
4. Highlight the attribute or skill you want to purchase, and then press Ⓐ.

   Note: You cannot advance a character during combat.

So It Begins...

As innocent blood the beasts do spill,

Four join forces to fight this ill.

But when dark and light reverse their roles,

You'll see the shadow of your own soul.

Credits

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Combat

	Melee	Ranged
A	Launches a vertical attack.	Fires a shot.
B	Clears multiple enemies.	Clears multiple enemies.
X	Launches a horizontal attack.	Cycles through weapons.
Y	Displays **Quick** menu.	Displays **Quick** menu.
● / ●	Switches characters.	Switches characters.
▶	Pauses game.	Pauses game.
R	Raises shield; Rolls/Backflips (R + L).	Fires a shot.
R	Controls camera movement.	Aims at an enemy (1st-Person).
L	Moves character; Rolls/Backflips (R + L).	Strafes (1st-Person; ⇦ / ⇨); Moves forward/backward (1st-Person; ⇧ / ⇩).
✚	Uses a Quickshot item.	Uses a Quickshot item.

Status Effects

Boost	Inflicts double damage, including weapon damage, on enemies during combat.
Curse	Causes the target to suffer double damage during combat.
Freeze	Stops the target from moving and causes it to suffer full damage during combat.
Haste	Causes the target to move at double speed.
Poison	Causes the target to suffer damage over time.
Protect	Causes the target to suffer only half damage during combat.
Regen	Regenerates the target's HP. (The amount of HP regained and the duration of the effect depend on the target's Essence.)
Slow	Causes the target to move more slowly.
Weaken	Causes the target to inflict half damage on enemies during combat.

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